Session: 2024/25

Title of Module: Introduction to Computer Animation

Code: COMP07010	SCQF Level: 7 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)
School:	School of Computing, Engineering and Physical Sciences		
Module Co-ordinator:	John McQuillan		

Summary of Module

This module gives an historical overview of animation and covers terminology and key concepts. The module also introduces students to computer animation techniques using 2D and 3D software. Assessment is 70% practical with 3D modelling and animation in a final practical assessment, and 30% theoretical using a multichoice assessment which assesses practical, historical and theoretical background. This module is intended to prepare students for future study in animation and also as a general introduction to the subject for nonspecialists.

- This module embeds the key “I am UWS” graduate attributes and in particular: Academic Universal Critical Thinker Analytical Inquiring Work Ready Knowledgeable Digitally Literate Successful Autonomous Innovative Personal Universal Ethically-minded Culturally aware Successful Creative Imaginative Resilient Professional Universal Research-minded Socially responsible

Module Delivery Method

Face-To-Face	Blended	Fully Online	HybridC	HybridO	Work-based Learning
✓	✓				

Face-To-Face
Term used to describe the traditional classroom environment where the students and the lecturer meet synchronously in the same room for the whole provision.

Blended
A mode of delivery of a module or a programme that involves online and face-to-face delivery of learning, teaching and assessment activities, student support and feedback. A programme may be considered “blended” if it includes a combination of face-to-face, online and blended modules. If an online programme has any compulsory face-to-face and campus elements it must be described as blended with clearly articulated delivery information to manage student expectations

Fully Online
Instruction that is solely delivered by web-based or internet-based technologies. This term is used to describe the previously used terms distance learning and e learning.

HybridC
Online with mandatory face-to-face learning on Campus

HybridO
Online with optional face-to-face learning on Campus

Work-based Learning
Learning activities where the main location for the learning experience is in the workplace.

Campus(es) for Module Delivery

The module will **normally** be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit)

Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
✓						

Term(s) for Module Delivery					
(Provided viable student numbers permit).					
Term 1	✓	Term 2		Term 3	

Learning Outcomes: (maximum of 5 statements)
On successful completion of this module the student will be able to: L1. Demonstrate knowledge of the history and terminology of computer animation L2. Be able to create basic keyframed animation of basic 3D objects in a simple 3D environment. L3. Be able to create simple 3D models with suitable topology, simple materials and textures L4. Be able to set up a basic 3D scene for rendering

Employability Skills and Personal Development Planning (PDP) Skills		
SCQF Headings	During completion of this module, there will be an opportunity to achieve core skills in:	
Knowledge and Understanding (K and U)	SCQF Level 7. Students will be able to demonstrate knowledge and understanding of the historical context and theoretical aspects of animation and the basis for animation techniques taught at more advanced levels later in their course.	
Practice: Applied Knowledge and Understanding	SCQF Level 7. Students will apply the techniques discussed in lectures and lab sessions to create their own animation and solve problems in animation	
Generic Cognitive skills	SCQF Level 7. Students will apply problem solving skills to a range of problems in 2D and 3D animation and in modelling in 3D animation.	
Communication, ICT and Numeracy Skills	SCQF Level 7. Students will develop the numeric skills necessary to implement animation techniques at a basic level. Students will be introduced to complex software used for the communication of information in 2D and 3D animated form.	
Autonomy, Accountability and Working with others	SCQF Level 7. Students will work autonomously in this module and must demonstrate the ability to carry out research for animation and modelling.	
Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code:	**Module Title:**
	Other:	
Co-requisites	**Module Code:**	**Module Title:**

* Indicates that module descriptor is not published.

Learning and Teaching	
This module covers a range of computer animation techniques in 2D and, primarily, in 3D. It also covers historical and theoretical aspects of animation. The majority of the assessment is practical with an emphasis on 3D. There is also a written class test that covers the lecture content.	
Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture/Core Content Delivery	10
Laboratory/Practical Demonstration/Workshop	50
Asynchronous Class Activity	40
Independent Study	100
	200 Hours Total
****Indicative Resources: (eg. Core text, journals, internet access)**	
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Access to appropriate drawing, and 2D and 3D animation software. Course notes and resources indicated in the module handbook and lectures.	
(**N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)	
Engagement Requirements	
Where a module has Professional, Statutory or Regulatory Body requirements these will be listed here: In line with the Academic Engagement and Attendance Procedure, Students are defined as academically engaged if they are regularly engaged with scheduled teaching sessions and defined points of engagement. For the purposes of this module, students are expected to demonstrate engagement through submission of all coursework and attendance at scheduled lab and lecture sessions. Students should inform the lecturer of any external circumstance requiring non-attendance. Missing any session without good reason and communication may result in removal from the module. Failure to submit coursework may also result in the removal from the module. Other areas of measure may also be used, including degree of access to University based online teaching resources.	

Supplemental Information

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Creative Computing
Moderator	Mark Carey

External Examiner	S Kennedy-Parr
Accreditation Details	
Version Number	2.10

Assessment: (also refer to Assessment Outcomes Grids below)
Practical 3D modelling and animation, accounting for 70% of the overall mark. The Assessment is structured to build on skills and provide formative feedback as the module progresses.
Multi-choice assessment of theoretical/historical understanding, predominantly covered in the lecture course, accounting for 30% of the overall mark.
(N.B. (i) **Assessment Outcomes Grids** for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An **indicative schedule** listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Handbook.)

Assessment Outcome Grids (Footnote A.)

Component 1

Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Weighting (%) of Assessment Element	Timetabled Contact Hours
Portfolio of practical work		✓	✓	✓	70	0

Component 2

Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Weighting (%) of Assessment Element	Timetabled Contact Hours
Class test (written)	✓				30	0
Combined Total For All Components					100%	0 hours

Footnotes
A. Referred to within Assessment Section above
B. Identified in the Learning Outcome Section above

Note(s):
1. More than one assessment method can be used to assess individual learning outcomes.
2. Schools are responsible for determining student contact hours. Please refer to University Policy on contact hours (extract contained within section 10 of the Module Descriptor guidance note).
   This will normally be variable across Schools, dependent on Programmes &/or Professional requirements.

Equality and Diversity

The University policies on equality and diversity will apply to this module: the content and assessment are based on the ability to communicate in English but are otherwise culture-neutral.
This module is almost entirely computer based and students must be proficient computer users within a graphical user interface.
It should be noted that this module makes extensive use of video material for teaching, students undertaking the module will need to be able to follow, and work with the video tutorials.

When a student discloses a disability, enabling support coordinators will agree the appropriate adjustments to be made, consulting with the module coordinator if necessary.
UWS Equality and Diversity Policy

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)